



Roy a designer and Illustrator, residing in Tel Aviv, Israel. He's spent the last few years working as both a freelance and an in-house designer in the animation industry in Israel, while building a diverse skill set and gaining experience in the various stages of the production timeline - from Character Design, and Visual Development, to story development.

• **Conventional** • **Photoshop** • **Vector** • **Animation** • **Adobe Animate and After Effects**

